**Production Paper**

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**A Social Modeling Application**

**For Hand-Held Devices**

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Virti-Cue Social Modeling Application: Production Paper

The purpose of this paper is to describe the Production Phase of the Virti-Cue Social Modeling Application. The target audience of the application is children with Asperger’s Syndrome and their parents and/or caregivers. Using Virti-Cue, parents and/or caregivers are able to create realistic social stories using still images or video to provide appropriate models for their children’s developing social skills. The purpose of the Production Phase is to develop a learning application with media elements about which we will make explicit claims regarding the intended users, the learning needs of users, how the software meets those learning needs, including the choice of media, structure, and interface, what should be learned from the software, and how that learning will be assessed.

**Background**

To begin this phase of our development, information gathered from our Presentation Design usability testing was analyzed and used to inform our Production decisions. In feedback from our usability testing, users indicated uncertainty regarding labels on some of the frequently used buttons in the application. Users also suggested that we create a tutorial to assist first-time users. To help clarify this uncertainty regarding button names/functions and to assist first-time users, we plan to create a series of ‘how to tutorials’ that ‘walk users through key processes’ in 2 minutes or less. Users will be able to access the tutorials that we are developing through the help button or on Virti-Cue’s proposed website that will accompany our product website. For the purpose of our production task, we will focus on an aspect in a key process in the application:

creating a new story and adding pictures. Short tutorials we be created for each phase of the application.

**Learning Application – Claims about Intended Users, Learning Needs, How the Software Meets those Needs**

The decision was made to create a video tutorial ...

**Media Elements and Design Decisions (Structure, interface, ...) – Theoretical and Applied Rationale for the Design & Development and Media Elements of Learning Application**

Our initial research ...

**Assessment of Learning**

How will we determine if our learning application has met the needs of our learners? In order to assess the efficacy of ...